M.O.M. NEWSLETTER — OCTOBER 1986

VOL.6 ISSUE 6

MEETING SCHEDULE:

October 6

October 20

November 3

November 17

December 1

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M * O * M

MICROS OF MONMOUTH
P.O.Box 221
Englishtown,NJ 07726

FIRST CLASS MAIL

M * O * M
Micros Of Monmouth

The Newsletter of the Computer Club of Monmouth, Inc.

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The Computer Club of Monmouth, Inc. is a non-profit organization of ATARI computer enthusiasts and users who share a common interest in exchanging information about the programming and operation of the ATARI microcomputer system.

The club meets at the Manalapan High School at 8:00 PM on the first and third Mondays of each month. The meeting dates are changed or cancelled when a holiday or foul weather causes the school to be closed.

Neither M.O.M. newsletter or The Computer Club of Monmouth, Inc. is affiliated with ATARI Corp., ATARI, Inc., Warner Communication or any of their subsidary companies. All use of the word "ATARI" or the Fuji logo is recognized as a trademark of ATARI Corp.

The M.O.M. newsletter solicits from its members reviews, news, rumors, articles, original programs, classified ads, and any other material of interest for publication. All material submitted for publication should be given to the editor at the meetings or mailed to the club address.

The material printed in the M.O.M. newsletter may be freely copied. We request that credit be given to its authors and to M.O.M. This newsletter is sent to paid-up members of the club and to other user groups on an exchange basis. User groups interested in exchanging newsletters should write to the club address.

The club supports its own Bulletin Board System that is on line 24 hours a day with a special section for M.O.M. members. The BBS is open to all types of computers after a name/address verification.

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WHO'S WHO AT M * O * M

ELECTED OFFICERS:

President	- Mike Carovillano 201-972-0560
Vice-Pres	- Irwin Kaplin 201-566-3335
Secretary	- Betty Kuberski 201-634-8714
Prog. Chair	- George Sullivan 201-446-4057
Disk Librarian	- Eric Plent 201-938-2473
ST Librarian	- Joel Fisher 609-448-5189
Doc Librarian	- Norman Wersan 201-264-4894
Editor	- James Krutzler 201-738-7813

SUBCOMMITIES:

Frank Fezza - Acting Liaison to the Board of Education 201-446-4027

Jimmy Krutzler - BBS Sysop 201-738-7813

M.O.M.'s BBS 201-738-4982

Thoughts, A Follow-up

At the August 18th MOM meeting I gave a demo of a spreedsheet program that I had worked out for monitoring financial markets. I first started working on this only about four months ago and I am really surprised at how well it is working out. I won't say I am ready to write any books on the subject, but I do think that anyone who owns a computer and tried to do likewise might find it very interesting and their time well spent.

If some of us got together and pooled our observations, there is no telling how far we could make it go. The best part of it is that we could test our observations on paper without investing one-cent of real money.

I think that what I have in mind can be compared to what is called "Card Counting" in Blackjack, with some very distinct advantages. As you may know, most casinos bar card counters because a good card counter is one who has a really good memory and can beat the casino more often than not. (Computers have great memories).

In the finance game that I have in mind the players can look at both the players hand and the dealers hand, decide not to play the hand at all, play the hand, stop playing the hand at any point or continue as long as it is profitable.

Any one that would like to discuss this with me can call me at (201) 536-1947.

Joe Summit MOM

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1050 Disk BOOT ERROR

I have had an experience with my 1050 disk drive and possibly others can benefit from it. It had not really had that much use and suddenly I got a "very slow "BOOT ERROR". That was all I got, no matter what I did.

Somehow I found the guts to take it apart and I found that it had dropped the drive belt. I replaced the drive belt, put it back together and I was back in action and had saved $50.

If you get a very slow "BOOT ERROR", turn the unit over and remove 6 screws, 2 for the front cover and 4 for the unit itself, then turn the unit over and remove the top. You will be looking at the read/write mechanism, lift it up and you will see the drive belt lying loose. Reconnect it to the small drive wheel and the large driven wheel and reassemble. You will be back in action and will have saved yourself $50 or so. Enjoy!!

Joe Summit MOM

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Secretary's Report to the Membership

8/4/86 Minutes of MOM Meeting

Business

President Mike Carovillano opened the meeting at 8:15 pm. He thanked the old board members for a job well done and welcomed the new board members that were elected at the previous meeting of 7/21/86.

The new board members are:

President.....Mike Carovillano
Vice-President....Irwin Kaplan
Secretary.....Betty Kuberski
Editor.....Jim Krutzler
8-Bit Disk Libr...Eric Plent
ST Disk Libr.....Joel Fisher
Doc Librarian.....Norman Wersan
Program Chairman..George Sullivan

And, as always, our BBS Sysop is Jim Krutzler, Jr.

Mike briefly discussed some of the issues covered at the officers's meeting which was held at his home on 7/30/86. He mentioned possible involvement with WUN (World-wide Atari User Network), and ways of improving and adding to the club newsletter. More was discussed on these issues durning the Q&A session.

There were no other officer's reports given, as some board members were not present and those that were had no new reports to give.

QUESTIONS & ANSWERS

The topics raised included the inability to get through to Atari's Customer Support, availability of the P/D

software "850 Express", problems using the screen dump feature of the XM301 software, converting Visicalc files to Syncalc files, and downloading problems when using the Delphi online system.

Norman Wersan brought attention to an article in the July '86 PACE Newsletter, which gives a solution to the XE keyboard problem that seems to be becoming a significant failure. Eric Plent mentioned a problem he had with a newly-purchased 130XE.

Jeff Schnell told the members about a computer show to be held in Litter Silver on August 10. He also said he had various items including Atari books and boxes of disks for sale.

Mike Carovillano invited the members to submit any short programs or tips to the newsletter for a new section called "Bits & Bytes". Also of use would be a current listing of sources of Atari equipment, software, etc., known to the members. Contributions to the newsletter should be submitted in printed form.

DEMONSTRATIONS

Bob Cummins did a very informative demo of TOPDOS. He showed the many features which make this DOS more useful than other current systems.

John Krieg demoed a game called SILENT SERVICE. It is a very involved submarine warfare game based on actual historical events of WWII. Great graphics and educational, too!

The meeting adjourned at 9:35 pm to allow the members to break up into special-interest groups.

NEXT MEETING

The next meeting of M.O.M. is scheduled for Monday, 8/18/86.

Respectfully submitted,
Betty Kuberski
Secretary

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Secretary's eport to the Membership
8/18/86 Minutes of MOM Meeting

BUSINESS

In Mike Carovillano's absence, George Sullivan opened the meeting at 8:25 pm. He briefly explained the new format of the meetings, which will have a shorter business section, and will allow more time for the members to discuss things among themselves, to look over the documentation library, etc.

The officers were then polled for their reports or comments. Newsletter editor Jim Krutzler reminded everyone to pick-up the new issue before they left. BBS sysop Jimmy Krutzler announced that the BBS now runs in color, if you are using an ST. Joel Fischer reported that there are three new disks in the ST library: Disk #7 contains ST Writer, Disk #8 has First Word on it and Disk #8 is a game disk with eight different games on it.

Norman Wersan brought attention to a review in the September '86 issue of Consumer Reports, of the Atari 520ST vs. the Commodore Amiga. The reviewers gave the edge to the Atari because of its lower price.

George reported that the "Atari Help Desk", an over-the-phone assistance service he volunteered to render, has had 100% success so far! He did note that this was based on three calls and all from the same person. Thanks anyway George, we appreciate your efforts!

George also announced the club still has 5 1/4" disks to sell for $8 a box and that he needs members to volunteer to do demos or tutorials for future meetings. The business portion of this meeting ended with Betty Kuberski reading the minutes of the last meeting.

QUESTIONS & ANSWERS

The items discussed included taking photos of graghics screens with instant camers, which is more convenient that waiting for 35mm film to be developed, instructions for the game Electra-Glide, a new multi-user, multi-tasking work-station Atari is scheduled to show at the fall Comdex and release next January and Compute! magazine's new ST publication, which comes with programs on a 3 1/2" disk. The new magazine was supposed to be better than Antic's STart.

Two Atari sources were brought to the club's attention: Video Home Center on

Rt.9 North in Manalapan and Ippy's at Peddler's Village in Manasquan.

DEMONSTRATIONS

Joe Petrillo demoed HALLEY'S PROJECT, a game that has an educational benefit. The object of this game is to navigate through space from Halley's Comet to a particular moon or planet, using constellations as your directional guide. Look for Joe's review of this game in an up-coming newsletter.

Joe Summit showed us how to get rich by using our computers! He uses Visicalc to track the Commodities Market and keep an eye on where the best investments are. Not bad advice and it sounds like it could be addicting!

Due to the length of the demos, we were not able to get to Eric Plent's demo of HACKER. Eric promised to do his demo at the following meeting.

The meeting adjourned at 9:50 pm.

NEXT MEETING

The next meeting of M.O.M. is scheduled for Monday, 9/8/86.

Respectfully submitted,
Betty Kuberski
Secretary

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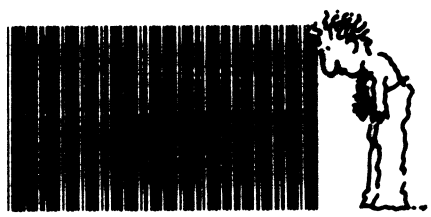


SKYTALES, RAILFENCES, and TRAMPS

by John W. Krieg

Most people at one time or another have toyed with the idea of using secret codes or ciphers to be able to communicate with someone else in a way no other person could understand.

My first exposure to serect messages came when I read "The Goldbug" by Edgar Allen Poe. In the story a coded message was solved using a key based on a TIC-TAC-TOE type of configuration. This was a code, because in coded messages one word or symbol stands for another word or symbol. They are usually contained in code books which can become very large. An easy code is the "Book Code". In this code both parties agree to use a commonly available book. The sender looks up the word he wants to encode and records the page, line number, and word number. These numbers are sent to the recipient and the words are located in his book yielding the message. Provided the would-be decoder doesn't find out the book being used, the code is virtually impossible to break.

In computer time sharing the use of a "password" known only to the authorized user and stored in the computer memory is also a form of coded message. When the computer receives the correct password it knows that the time is to be charged to that person and also may make only certain programs and files available. A very simple way to set-up a password on a personal computer which can secure it from un-authorized use is to bury the password by using its ASCII equivalent. This will probably confuse the neophyte for a while but a hacker will solve it very quickly.

Finally one form of code which was used by the ancient Greeks, but hardly recommended today, was to shave a slave's head, tatoo the message on the bald pate, let the hair grow back and then send the slave through the enemy lines to the recipient. Here the messenger's head was again shaved and the message revealed. Simple, but time consuming.

This introductory part of what will be a series on ciphering has dealt mainly with codes and they will be discussed no further. I will also not go into secret writings using invisible inks, microdots, or flourescent techniques.

The next chapter will get into ciphers where letters are used to encode letters by various schemes and patterns. We will look at simple ciphers and learn to use a program in BASIC which will quickly encrypt the plaintext and just as quickly decipher it.

THE HALLEY PROJECT
A Mission In Our Solar System
Mindscape Inc.
3444 Dundee Road
Northbrook, Ill 60062
(1-312) 480-7667
$19.00 - $44.00

by Joe Petrillo

It is again time to take the "con" of your trusty starship and to prepare to depart on an intra-solar system mission of knowledge. No, this time there won't be alien bases to destroy nor will there be enemy starships that require quick reflexes to out maneuver and gun down. This time you will be charged with visiting the known planets and moons of solar system. Of all space travel simlations I have indulged in, this is by far the most realistic and challenging. You are based at a space complex located in Halley's Comet. It is from this base that all missions are initiated. Your first, and may I say the simplest, mission is to locate the planet Earth and land on it. Upon completing this you must return to the comet for further instructions. There are ten (10) such missions to complete before the final "Secret Mission" is entrusted to you. This "mission" is reportedly sent to you by the makers of the game after informing them of your scores for the ten (10) training missions. You must complete all ten (10) missions to qualify. It is at this point that you are given a "secret code number" which you must send to the company on a "Registration For Certification" card supplied with the program. To date, I am still working on the third mission so I have some time to go yet before getting my stamp.

The mechanics of the game are quite complex since many of the actual factors inolving the movement of plants and their moons are true to life. After obtaining your mission, which may be as simple as "Land on Earth" or as complex as "Land on a moon with an atmosphere", you depart the comet and stop all engines. You then call up the solar system radar screen by hitting the "R" key. You will at this time see an "X" in the center of the screen. This is your ship. By using the joystick, you can bring all the planets into view. The flasing dot is Halley's Comet, the brightest dot is the sun and the various other dots are the planets in our solar system. Around the circumference of the circle are the names of 12 constellations. By pressing the joystick foward or back you can manipulate your destination planet towards the edge of the circle. In this case you would place the planet Earth, the third from the sun, nearest the outside of the circle. After doing this you can read your distance from Earth on the lower right corner of the radar screen. This distance is given in "GM" or millions of kilometers. For the sake of this review, let's say that the planet Earth is 420 GM in the direction of Scorpio. We now return to the forward view by again pressing the "R" key. Using the star map supplied with the program, locate the constellation Scorpio. Now while holding the fire button down, press the joystick either left or right until the stars on the map match the stars in the viewfinder. Now you are ready to initiate your voyage. By holding the joystick foward your ship will accelerate to a speed of 300,000 KM/S before entering hyperdrive. By carefully watching the hyperdrive indicator, you should be able to stop within 50 GM of the planet Earth. This is done by pressing the space bar when the hyperspeed indicator reaches 370 GM. Once stopped, you again return to the radar screen and check the location of Earth. You may find that you now have to travel 40 or 50 GM in the direction of Pisces. Again match the star chart to the viewfinder and travel towards Pisces at as best a speed as possible before attaining hyperspeed. This should be Earth. As you approach it at a closer distance you may see it in a crescent stage, this will have to do with your approach trajectory vs. the position of the sun. At a still closer distance you will see the Moon orbiting the Earth. When you are at a distance of 100,000 KM you will hear a thumping sound indicating you are within landing distance. It is wise at this time to stop your ship and

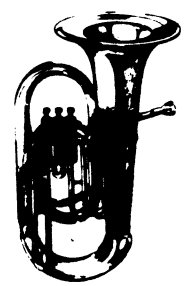
press "L" putting the engine into the low speed mode. Now approach the Earth very slowly and begin orbiting. This is really much harder than it sounds since you must maintain distance between you and the surface as the planet moves towards you. I find that keeping the planet just in view to the left of the screen and periodically turning to face it helps to accomplish a successful orbit. When the view finder begins blinking, press the "A" key and the "Automatic Landing System" will activate and land your ship on the surface. After taking a look at the surface, you can return to space by pressing "B". After moving a distance away from the planet's surface you again stop the ship, locate Halley's Comet, plot your course, press "H" to put you back in high speed mode and proceed back to HQ for your next mission. You will be given a time at the end of the mission.

I truly feel that this program is more of an educational piece of software than anything else. It would pay to keep a book related to astronomy close at hand while involving yourself with this simulation. Many of the destinations are given in the form of clues, which I must admit, the average lay person would have trouble solving without a substantial knowledge of astronomy.

I will say without reservation, this program is much, much more than a space game for children. It is an adventure for both the young and old who have a thirst for knowledge and enjoy a challenge. It is absorbing and entertaining. I find now that when I look to the heavens I can actually say "That's Scorpio". All because the last time I visited Earth it was dead center of the three bright stars marking the constellation. This program isn't for everyone. There isn't any shooting and there's not a great deal of action but, after completing your first mission there is more satisfaction than you can imagine. I liked it and I think you will too.

Celeste Program for the Atari
Retrived from an old COMPUTE!

```
10 PRINT "<ESC><CTRL><CLEAR>CELEST MUSIC
DEMO"
50 DATA 16,121,16,60,8,64,4,81,4,72
51 DATA 8,64,6,60,2,100,16,121,16,72
52 DATA 24,81,8,100,16,144,16,91,8,96
53 DATA 4,121,4,108,8,96,6,91,2,100
54 DATA 8,108,4,128,4,121,8,108,8,96
55 DATA 32,121,255
60 RESTORE
65 DISTORTION = 10: READ DURATION
70 IF DURATION = 255 THEN 110
75 READ PITCH
80 IF PITCH = 100 THEN DISTORTION = 1
85 SOUND 0, PITCH, DISTORTION, 10
90 SOUND 1, PITCH-1, DISTORTION, 5
95 FOR DELAY = 0 TO DURATION * 40
100 NEXT DELAY
105 GOTO 65
110 SOUND 0,0,0,0: SOUND 1,0,0,0
115 STOP
```

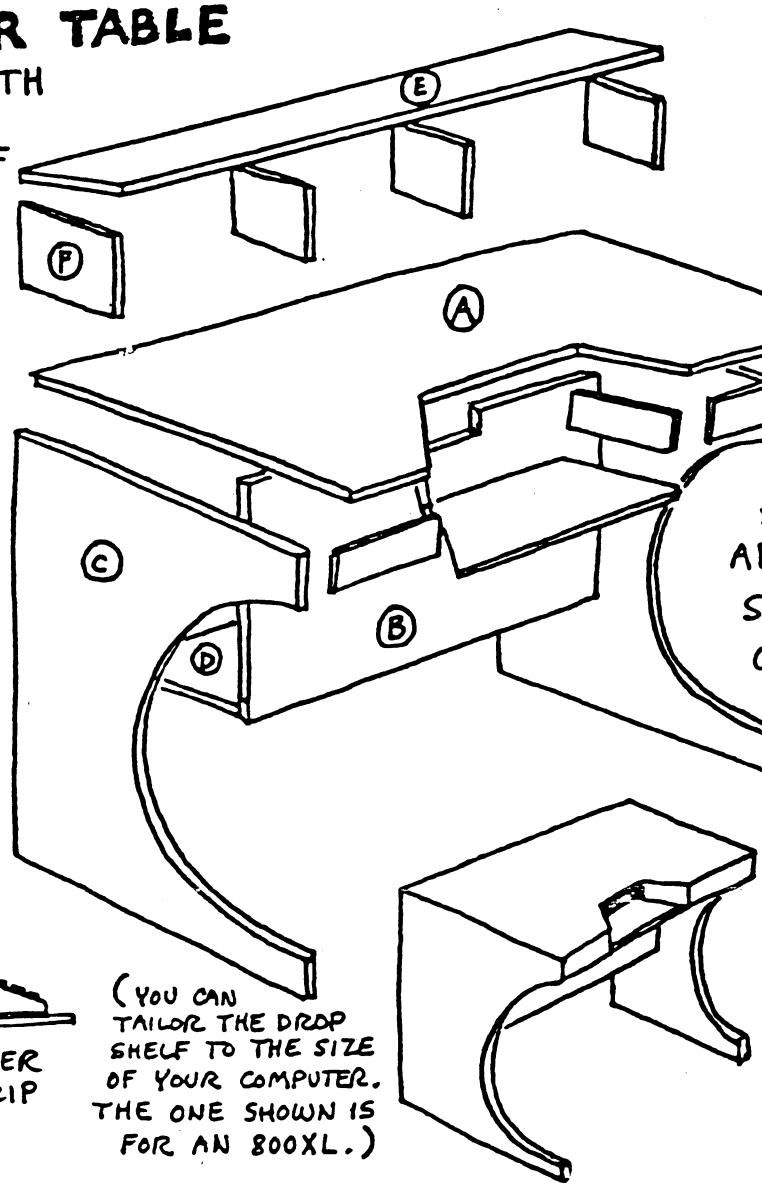


This unique idea for a computer table came from: "The Pokey Press!", newsletter of the Atari Computer Club of the Palm Beaches: Vol. 2, Number 7; July/85.

A DO-IT-YOURSELF

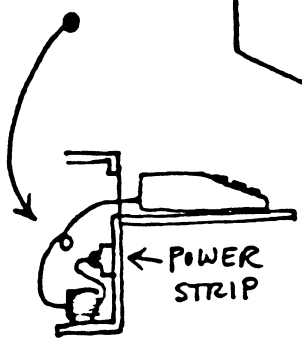
COMPUTER TABLE

MADE WITH ONE SHEET OF 3/4" PLYWOOD. USE 1½" HEADLESS NAILS AND GLUE FOR A NEATER LOOK. POWER UNITS SIT ON BACK SHELF, OUT OF SIGHT.

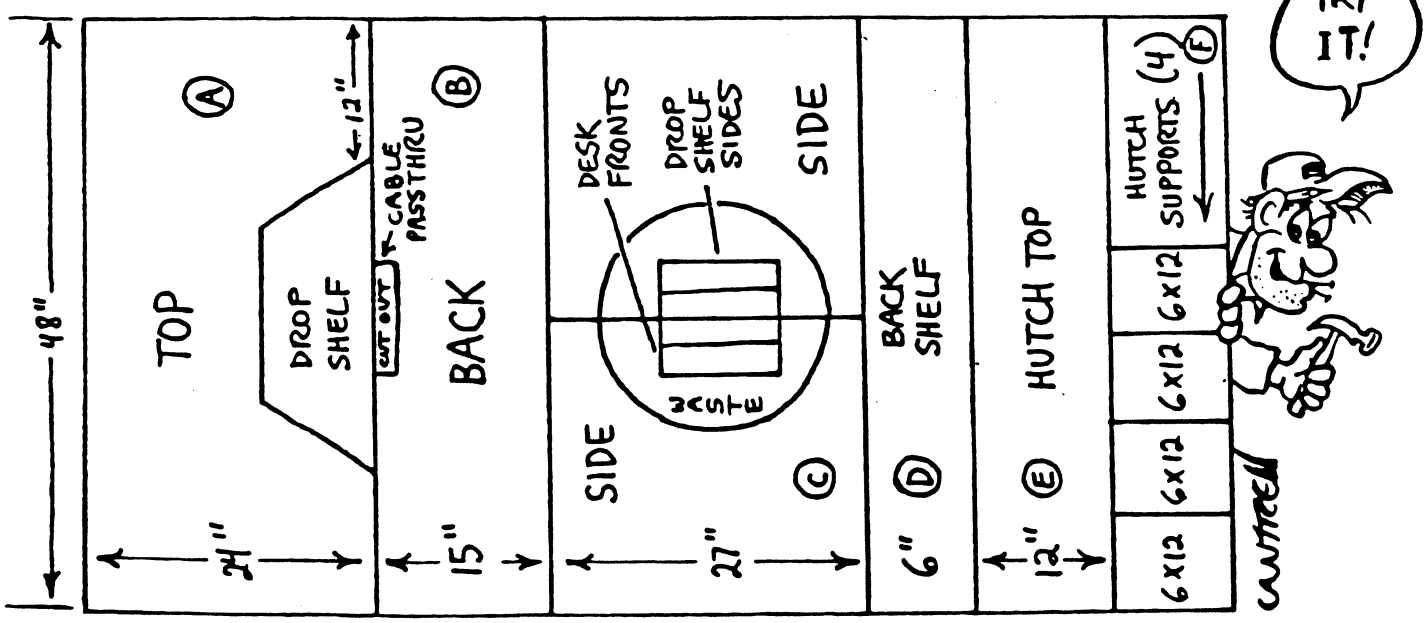


THREAD POWER, MONITOR, AND I/O CABLES THRU OPEN AREA BEHIND DROP SHELF AND THRU BACK. I USE A POWER STRIP MOUNTED ABOVE THE BACK SHELF TO SAVE OUTLETS. YOU CAN STAIN OR PAINT THE FINISHED PRODUCT, OR LEAVE IT "NATURAL" LIKE MINE.

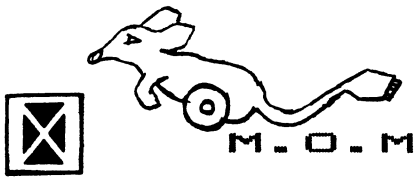
DESK DIMENSIONS ARE: 4 FT. WIDE, 2 FT. DEEP, 27 IN. HIGH.



(YOU CAN TAILOR THE DROP SHELF TO THE SIZE OF YOUR COMPUTER. THE ONE SHOWN IS FOR AN 800XL.)



TO CUT CIRCLE: FIND CENTER OF PANEL ©. TAP IN A SMALL NAIL. TIE A PIECE OF STRING TO A PENCIL AND THEN TO THE NAIL, LEAVING 12" SLACK. DRAW CIRCLE AND CUT WITH JIGSAW.



M.O.M.'s ROLLING RODENTS

Here is a list taken from **ST Applications** on the periodicals that are available for the ST.

The Atari Explorer
$4, 6/yr
7 Hilltop Road
Mendham, NJ 07945
(201) 543-6007

Compute's Atari ST
$12.95 (with disk) 6/yr
P.O. Box 5406
Greensboro, NC 27403

START
$4, $15.95 (with disk) 4/yr
924 Second Street
San Francisco, CA 94107
(415) 957-0886

ST Applications
$5, $12 (with disk) 12/yr
P.O. Box 968
Forrestville, CA 95436
(707) 869-2325

ST Business
$4.95, 6/yr
5140 Appletree Drive
Roanoake, VA 24019
(703) 342-9599

ST LOG (in ANALOG)
$3.50, 12/yr
555 Main Street
Cherry Valley, MA 01811
(617) 892-3488

ST News
$3, 6/yr
Box 8
Bayside, New York 11361

ST World
$1.50, 6/yr
P.O. Box 2310
Roseburg, OR 97470
(503) 637-2259

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Excerpts from The Atari Base BBS

The **Atari Base BBS** can be reached by any computer with modem by calling 408-745-5308, any time any day, 300 or 1200 baud.

Did you know that there are more than 200 public domain programs for the ST available from a central source, not to mention the more than 100 ST pictures and 100 8-bit programs? If you were signing into Atari Corp. BBS regularly, you'd know this and a lot more. The Atari Base is the official BBS of Atari Corp. located at headquarters in Sunnyvale. You can also get any questions you have answered by our staff experts. There is a private section for dealers and for service centers as well.

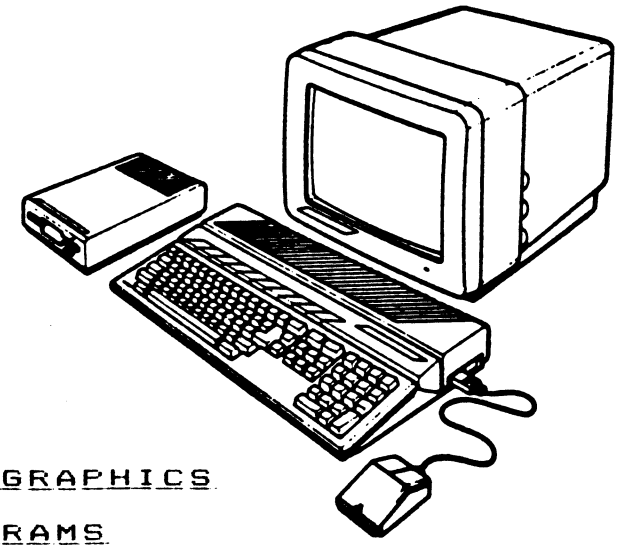
ST Monitor Cables

A small company in the Pittsburgh area is now selling ST monitor cables and connectors. You can get just connectors for wiring your own cables, or you can buy cables with RCA plugs or with ST monitor plugs (for use as replacements or for longer cables), or they will make special customized cables for you. Contact **At Your Service** , 2856 Leechburg Road, Lower Burrell, PA 15068, Attn: Mark Spires, or call 412-335-4477.

Thunder

One of the most recent products from **Batteries Included** is called Thunder. Thunder is a realtime spelling checker for GEM applications. While you are typing, it checks your spelling and rings the bell if you make an error. By clicking on the desk accessory menu, it will tell you what word

was wrong and offers you a choice of corrections. Thunder comes with a 50,000 word dictionary . It is expandable to 2 more dictionaries, one with supplemental words and the other with replacement words -- you give it a word and it will automatic replace the words you commonly misspell. For abbreviations, they are automatically expanded for you.



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COORDINATING GRAPHICS AND SLIDE PROGRAMS

GRAPHICS PROGRAMS

neochrome	degas	N-vision
extender: .NEO	PI1,PI2 OR PI3	SC0 (zero not o)
use SHOW INFORMATION to change to .PIC		use SHOW INFORMTION to change to PIC or NEO

CHARACTERISTICS OF SLIDE PROGRAMS

SLIDENEO.PRG

(use with neochrome)
ESC returns to GEM

SHOWPIC.PRG

(use with Degas)
F1 to F10 to change timing.
Space bar to pause and start again
RETURN to go to GEM

EFFETS.PRG

slide program with fader. Requires PIC extender.

Space bar and other keys returns to GEM

TINYVIEW.PRG

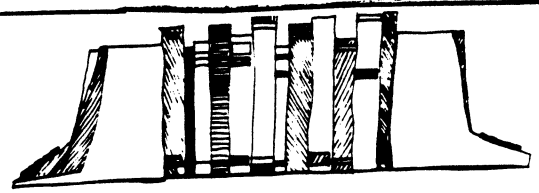
a compacteo file TINYSTUF.PRG changes NEO to DEGAS, DEGAS to NEO and both to TINY or reverse.

Space bar to pause
RETURN returns to GEM

IF YOUR SLIDES ARE NOT IN THE ORDER YOU DESIRE:
Transfer them to another disk, one screen at a time in the order you desire.

TO COMPRESS FILES USE: use TINYSTUF on M.O.M. disk #2
use STSQ on M.O.M. disk #1
OTHER SWITCHING PROGRAMS: PICSWITCH on M.O.M. disk #2
ANIMATION program by Michtron
GRAFCON ST in ANTIC JULY 1986

Norm Wersan M.O.M.



>>> M.O.M. LIBRARY DISK #001 <<<
DESK ACCESSORIES AND UTILITIES

**ACC_LODR
ACCLOAD.DOC ACCLOAD.PRG

**COPY_PGM
ARSENAL.PRG COMPCOPY.PRG FMTCOPY.PRG

**DISK_PRG
VOLUME.PRG VOLUME.RSC

**FILE_PRG
SQUSQ.DOC STSQ.TTP STUSQ.TTP

**PRINTER.UTL
DEFAULT.LBL FKEYLAB.DOC FKEYLBL.PRG MOD10X.PRG PRINTDIR.RSC
EPSONSET.PRG FKEYLB.LBL LABEL.PRG PRINTDIR.PRG

**RAM_DISK
FASTRAMD.PRG MDISK.TOS MRAMDSK.ACC

BLUE.ACC DESKTOP.INF PALLET.ACC RAMD97.DOC SCRSAV.ACC
BREAKOUT.ACC DIGICLOK.ACC PALLET.DOC RAMDSK97.ACC SNAPSHOT.ACC
CALENDAR.ACC DIRPRI.ACC PALLETE.DAT RAMSIZE.ACC TTOOL.ACC
CLOCKA.ACC GETPAL.PRG PUZZLE.ACC RHYTHM.ACC

>>> M.O.M. LIBRARY DISK #002 <<<
GRAPHIC UTILITIES AND PICTURES

**GRAPHIC.UTL
MON2MED.PRG PICSW.PRG TINYSTUF.PRG
PICSW.DOC TINYSTUF.DOC TINYVIEW.PRG

AAINSECT.TNY BEAGLE.TNY DAFFY.TNY KINGTUT.TNY PERSIAN.TNY
AMIGA1.TNY BEE.TNY DUCKDO.TNY OPTIMUS.TNY TINYVIEW.PRG
AMIGA2.TNY BUGS.TNY ENTERPRI.TNY OPUSBILL.TNY TROUBLE.TNY
ASTRONAU.TNY COYOTE.TNY GREATWAV.TNY PENGY.TNY TWEETY.TNY

>>> M.O.M. LIBRARY DISK #003 <<<
GRAPHIC DEMOS GRAPHIC UTILITIES
DISK LIBRARY PROGRAM

**DISK_LIB.PRG
FDI.TOS

**SLIDE_PG
EFFETS.PRG

**SOUND
DLXPIANO.PRG PIANO.PRG SOUND.PRG SOUND2.PRG
DLXPIANO.RSC SOUND.DOC SOUND1.PRG ZARATH.PRG

3DDEMO.PRG BOINK.TOS DESKTOP.INF MICKY.PRG STPATR.TOS
ANTICX.PRG CLRMAND.DOC FRAC3D.PRG PIECHART.PRG SUPERBOX.PRG
AUTO.PRG CLRMAND.PRG KALEID.PRG QUX.PRG WILDER.TOS
AUTO.RSC DCOS.PRG MARBLES.PRG RTX.TOS

>>> M.O.M. LIBRARY DISK #004 <<<
PICTURE DISK #2

520ST.TNY BRUN2.TNY FLOPPYD2.TNY ROBOTTV.TNY VAC1.TNY
AAFALL.TNY CHRISTI.TNY GERWALK.TNY SAILBD.TNY YAMATO.TNY
AATRUMP.TNY COUNTACH.TNY JOKEY.TNY SGHOST.TNY
ALOHA.TNY DRWHO.TNY KEEPDRG.TNY SHUTTLE.TNY
ATARI.TNY DSHIKI.TNY MAC1.TNY SUPMAN.TNY
BROOKE.TNY FERRARI.TNY PORSCHE.TNY TINYVIEW.PRG

>>> M.O.M. LIBRARY DISK #005 <<<
ATARI CORP. FREE PROGRAMS

**BASIC
BASIC.PRG BASIC.RSC

**LOGO
LOGO.PRG LOGO.RSC

**NEOCHROM
NEO.DOC NEO.PRG SLIDENEO.PRG

>>> M.O.M. LIBRARY DISK #006 <<<
ZOOMRACKS DATA BASE

GETST1.ZRX	QAPT.ZRX	QNAMES.ZRX	QSALES.ZRX	ZR.HLP
GETST2.ZRX	QCHECK.ZRX	QNOTES.ZRX	QSCHOOL.ZRX	ZR.IMG
GETST3.ZRX	QDEMO.ZRX	QPLETTER.ZRX	QTICKLER.ZRX	ZR.PRG
MACAUTO.ZRX	QINVNTRY.ZRX	QPROJEC.ZRX	ZR.CNF	
QAPPLICT.ZRX	QLETTERS.ZRX	QRECIPE.ZRX	ZR.DAT	

>>> M.O.M. LIBRARY DISK #007 <<<
ST WRITER VERSION 1.07

CONFIG.TOS	DESK6.ACC	README.DOC	STWRITER.PRG	TUTORIAL.STW
CONFIG.TXT	DESKTOP.INF	REFMAN.STW	SUMMARY.STW	XYZZX.DAT
CONTROL.ACC	QUICKREF.STW	SCRSAV.ACC	TEMPLATE.STW	

>>> M.O.M. LIBRARY DISK #008 <<<
FIRST WORD VERSION 1.03

**PRINTER

1ST_PRNT.DOT	BRO_HR15.HEX	EPS_RX80.HEX	INSTALL.PRG	SMM804.HEX
ASCII.HEX	EPS_LX80.HEX	ESFX80.HEX	QUME.HEX	

1ST_PRNT.DOT-	1ST_PRNT.PRG	1ST_WORD.RSC	GUIDE.DOC	TUTORIAL.DOC
1ST_PRNT.DSY	1ST_WORD.PRG	CHNGFORM.PRG	README	

>>> M.O.M. LIBRARY DISK #009 <<<
GAMES DISK #1

**BATL_SHP
STBATTLE.TOS

**CELEST
CELEST.DOC CELEST.PRG

**JOUST
HIGH.SCO JOUST.MUR JOUST.PRG

**MEGAROID
HISCORE MEGAROID.PRG MEGAROID.RSC

**RIPCORD
RIPCORD.DAT RIPCORD.PRG

**SCORE4
SCORE4.DOC SCORE4.PRG

**TARGET
TARGET2.PRG

**YAHTZEE
YAHTZEE.PRG